

RollPlay



GM NOTEBOOK
ISSUE THIRTY-SIX

Hello Patrons!

Happy Anniversary, everyone. This issue marks three years of the RollPlay Zine. I've loved collating all my notes and presenting them to you. I hope you've enjoyed what I've had to offer. I want to take a second to thank Daniel, our designer, for all his hard work and skills. The zine would look a lot less interesting without him.

In this issue, we're focused primarily on Far Verona Season 2, which at the time of writing this, has had three action-packed episodes. I've provided my notes from each session, as well as prep for the episodes and a little character dossier for each player. If you're not already watching, I hope this issue will convince you to pop into the stream or check out the YouTube playlist for Season 2.

I've also included a few pages of Court of Swords notes and character creation notes for our upcoming one shot with Asa, Dodger, Morgan and JP!

Thank you so much for your support, and welcome to Issue 36 of the GM's Notebook.

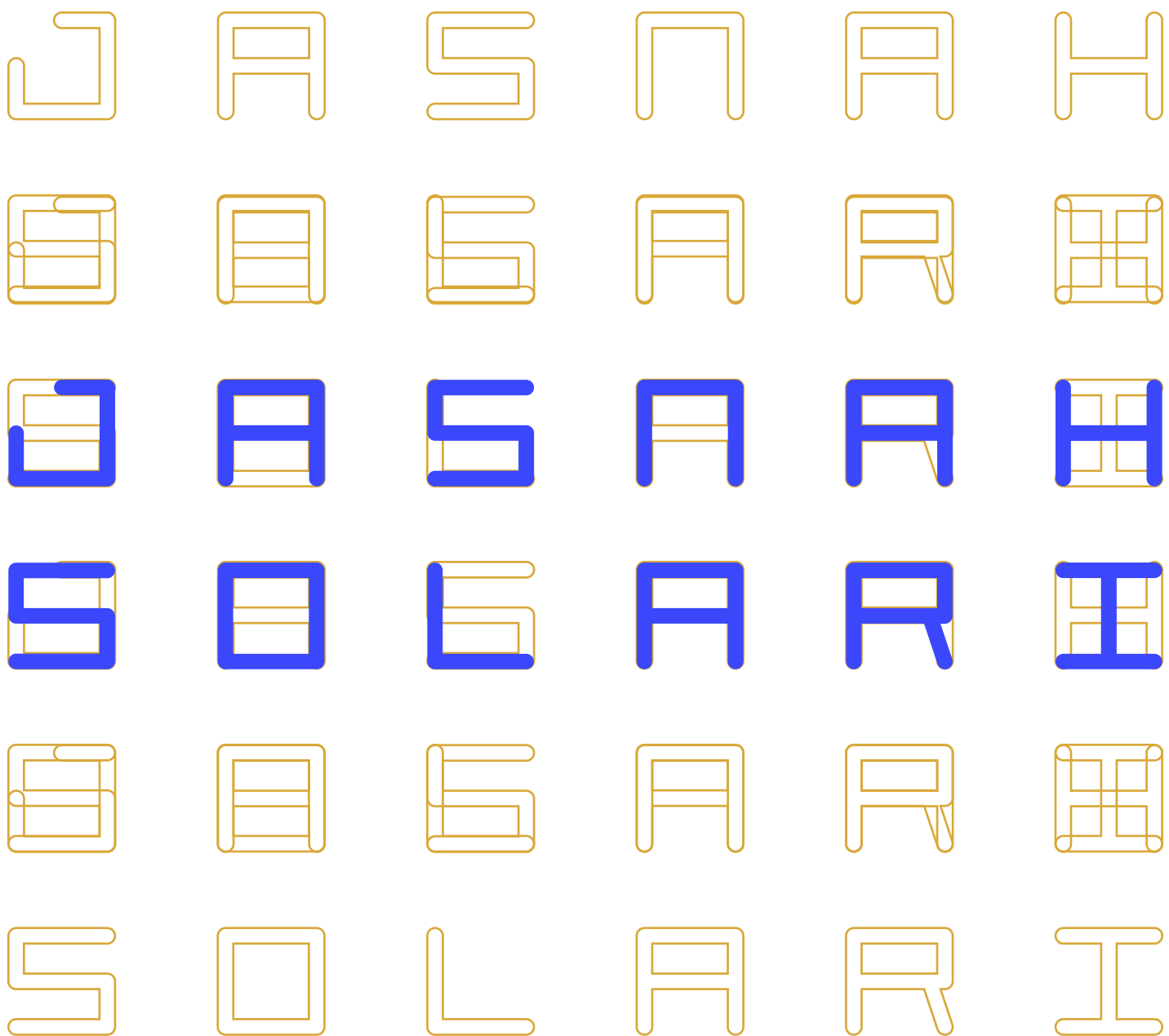
Adam Koebel
RollPlay GM



Table of Contents

Far Verona Season 2: Jasnah Solari	6
Far Verona Season 2: Haley Sky	8
Far Verona Season 2: Johnny Collins	10
Far Verona Season 2: Countess Eridanus Autumn Vaska	12
Far Verona Season 2: Episode 3+ Prep	14
Far Verona Season 2: Episode 1 Session Notes	20
Far Verona Season 2: Episode 2 Session Notes	21
RollPlay: Dungeon World One-Shot Character Creation Notes	22
Court of Swords - Episode 118 Session Notes	23





FAR VERONA SEASON 2



JASNAH SOLARI

ARCHETYPE: Synth

CAREER: Soldier

Brawn	=====	=====	=====
Agility	=====	=====	
Intellect	=====	=====	
Cunning	=====	=====	=====
Willpower	=====	=====	
Presence	=====	=====	

TRAINED SKILLS:

Athletics, Driving, Perception, Survival, Melee,
Ranged (Light) x2, Leadership x2

TALENTS:

Underestimated, Second Wind

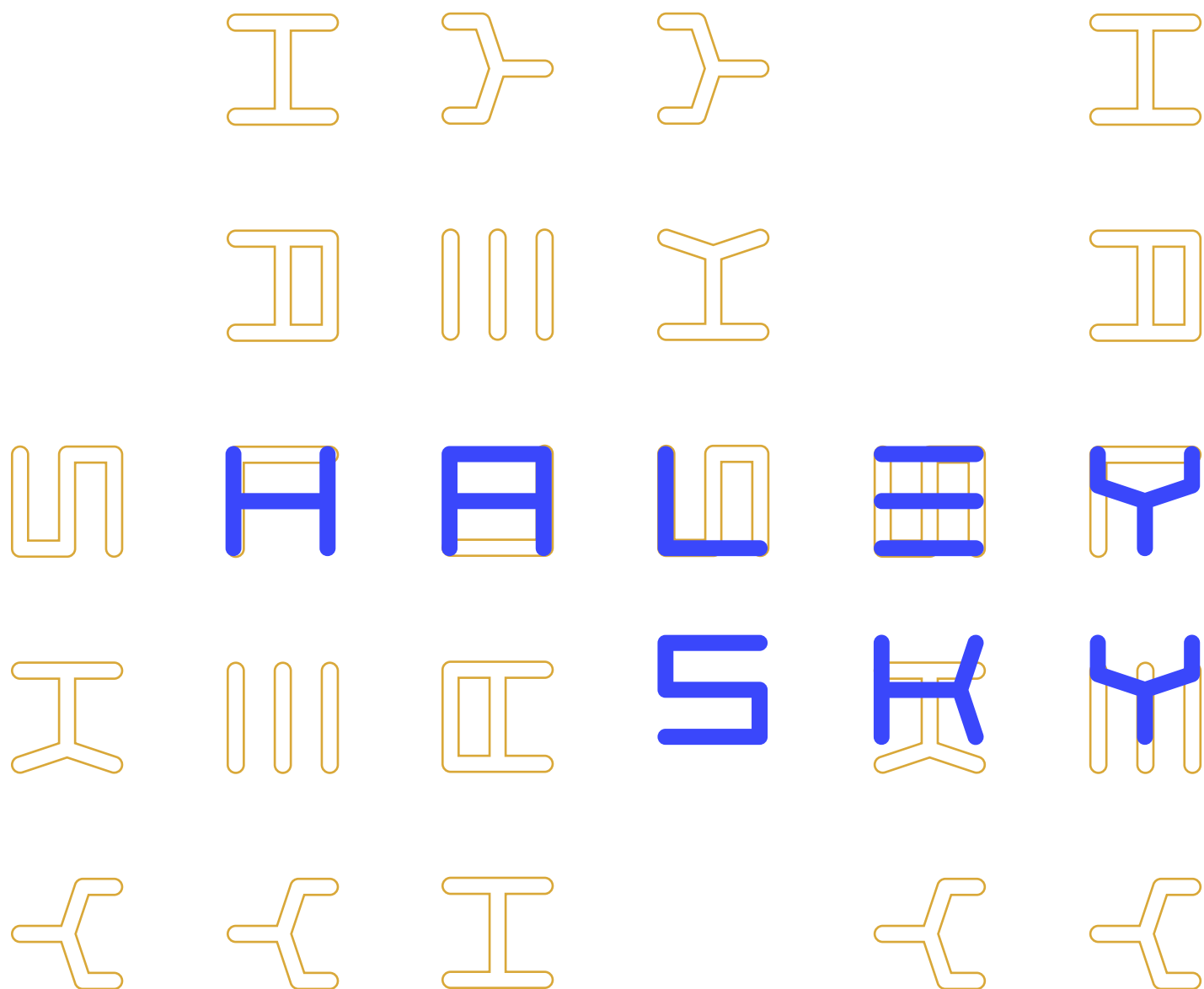
DESIRE: Justice

FEAR: Failure

STRENGTH: Adaptation

FLAW: Deception





FAR VERONA SEASON 2



HALEY SKY

ARCHETYPE: Synth
CAREER: Entertainer

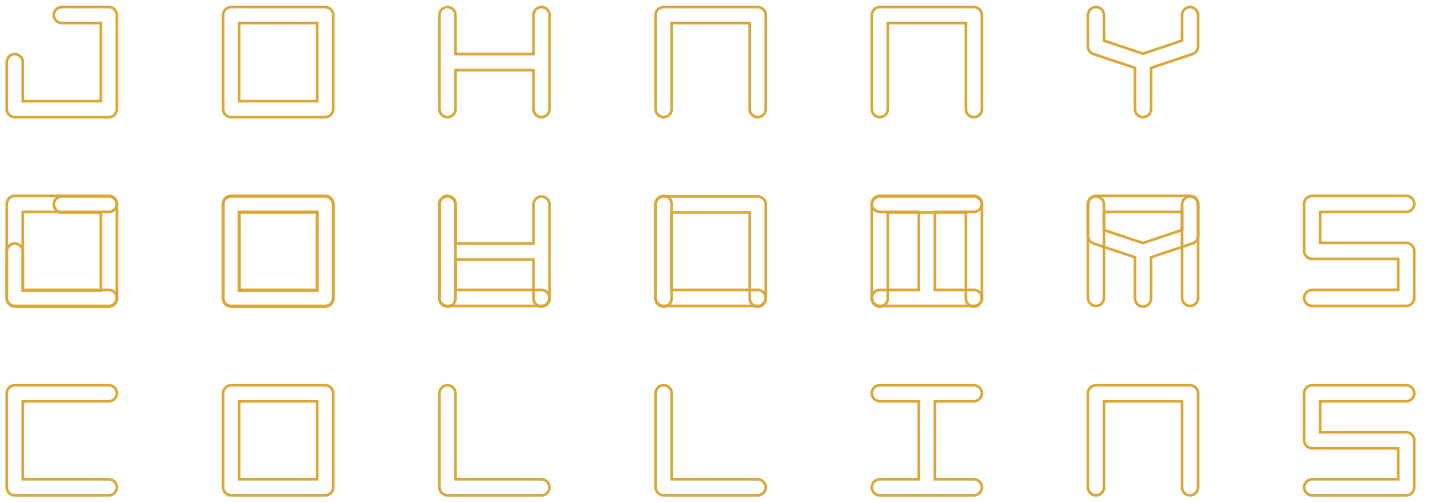
Brawn	=====	=====	
Agility	=====	=====	=====
Intellect	=====	=====	
Cunning	=====	=====	
Willpower	=====	=====	
Presence	=====	=====	=====

TRAINED SKILLS:
Coordination x2, Discipline, Piloting, Skulduggery, Stealth, Melee, Charm x2, Deception x2, Leadership, Negotiation

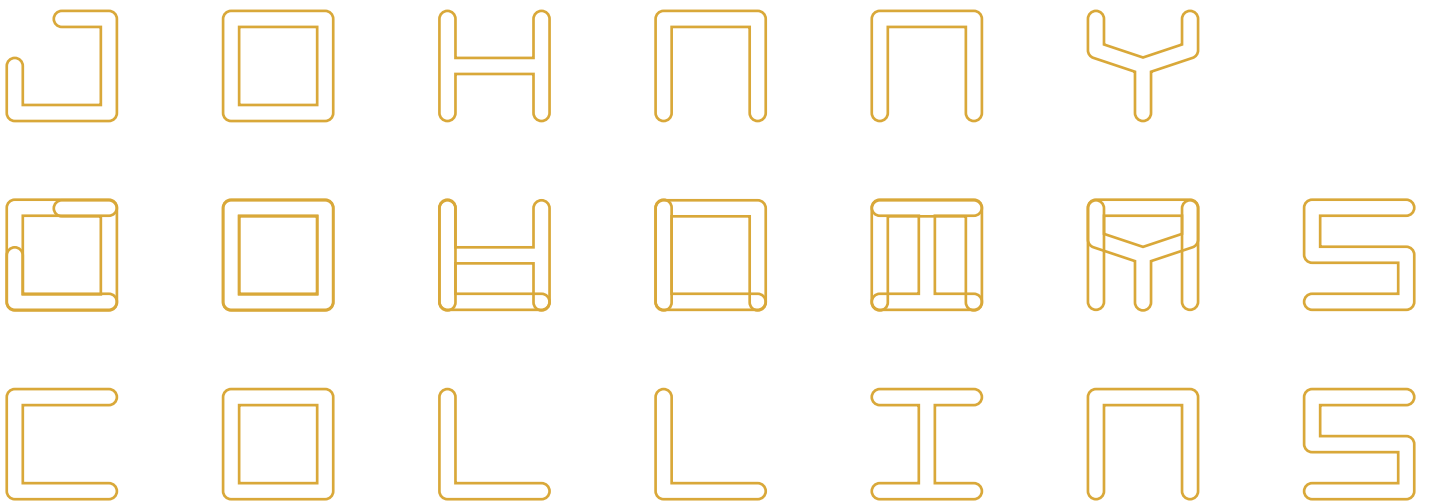
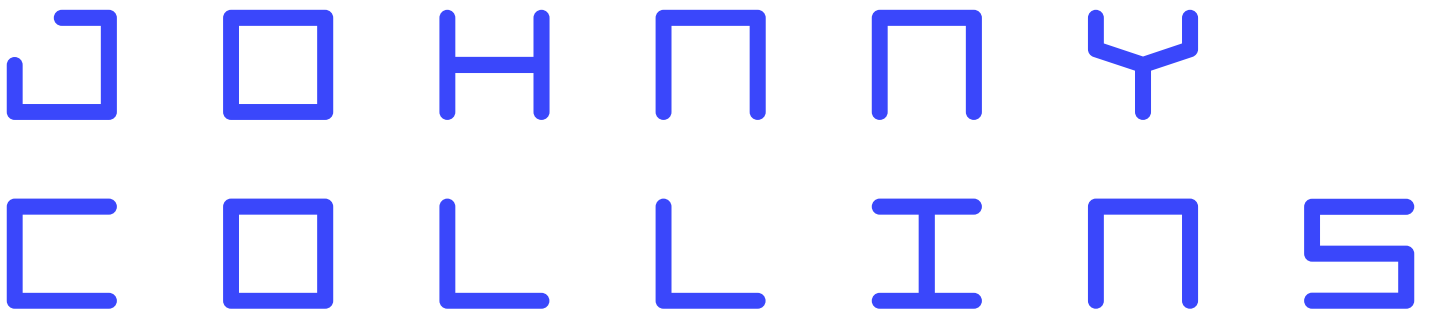
TALENTS:
Underestimated

DESIRE: Ambition
FEAR: Obscurity
STRENGTH: Adaptation
FLAW: Pride





FAR VERONA SEASON 2





JOHNNY COLLINS

ARCHETYPE: Vista

CAREER: Bartender

Brawn	_____	_____	_____	_____
Agility	_____	_____		
Intellect	_____	_____		
Cunning	_____	_____		
Willpower	_____	_____		
Presence	_____	_____	_____	

TRAINED SKILLS:

Cool, Coordination, Streetwise, Charm

TALENTS:

Inorganic

DESIRE: Acknowledgement

FEAR: Obsolescence

STRENGTH: Insight

FLAW: Unreliable



H H S H N
 U W N L N H
 S N U H C I H E
 S S E L U N O C

2 UOSSES HUOREN RRR
 FAR VERONA SEASON 2

C O U N T E S S
 E R I O A N U S
 A U T U M N
 U A S K A



COUNTESS ERIDANUS AUTUMN VASKA

ARCHETYPE: Psychic

CAREER: Healer

Brawn	_____		
Agility	_____	_____	
Intellect	_____	_____	_____
Cunning	_____	_____	
Willpower	_____	_____	_____
Presence	_____	_____	_____

TRAINED SKILLS:

Discipline, Medicine x2, Vigilance, Negotiation, Knowledge, Biopsionics x2, Precognition

TALENTS:

Proper Upbringing, Toughened, Torching

DESIRE: Safety

FEAR: Isolation

STRENGTH: Idealistic

FLAW: Recklessness



FAR VERONA

SEASON 2

EPISODE

THREE+

AIRDATE

July 20th, 2019 @ 10am Pacific

EPISODE LENGTH

3 hours (15 minutes warmup, 5 minute break midroll)

2, 1 hour + 20 minute acts

EPISODE GOALS

Get the PCs from the farm site to Tanez, then give them a chance to settle in there and explore their options a little. Place a potential goal in front of them, to help them move into the first arc and the greater story.

STAKES QUESTIONS

- × what will it take to lose the Crux team?
- × what awaits them in Tanez?
- × who is waiting there to help them?
- × what enemies do they have?
- × what will it cost to get there?

WHO

the Crux team, the PCs and whatever they find when they arrive

WHAT

a big chase, with vehicles

WHAT

now

Month 2, 3201, Zeroth Month of the Reign of the House of Pyxis

WHY

survival

HOW


the former UPC truck

NPCS

- × Arnehan and Kodiak Zwei
- × The Triangulum Knight
- × Hadeel and Kristine



THE CHASE



THE ARMORED TRUCK



HANDLING: -1
MAX SPEED: 1
SILHOUETTE: 2
DEFENSE: 2
ARMOR: 2 (20 POINTS PERSONAL SCALE)
HULL TRAUMA THRESHOLD: 8
SYSTEM STRAIN THRESHOLD: 2

THE CRUX SHUTTLE



HANDLING: +0
MAX SPEED: 3
SILHOUETTE: 2
DEFENSE: 0
ARMOR: 1 (10 POINTS PERSONAL SCALE)
HT THRESHOLD: 5
SS THRESHOLD: 5

THE CRUX SHUTTLE



HANDLING: +0
MAX SPEED: 3
SILHOUETTE: 2
DEFENSE: 0
ARMOR: 1 (10 POINTS PERSONAL SCALE)
HT THRESHOLD: 5
SS THRESHOLD: 5

PHASE ONE:

- x open terrain, a single dirt road surrounded by overgrown brushland
- x a single dirt road
- x abandoned farming equipment, some small buildings here and there

PHASE TWO:

- x Old Tanez Highway, dilapidated massive highway system
- x damaged or semi-abandoned massive buildings
- x random scattered people and encampments

PHASE THREE:

- x At this point, the PCs have to choose one of the following options;
 - x go into Old Tanez (slums and ruins)
 - x go into the Equality District (low density, forests)
 - x Widow and the Whale Residential (housing blocks, middle class)
 - x head for the Icebox (uphill towards the mountains)

It's basically a no-weapons chase, where the Crux are attempting to follow the PCs and the PCs are trying to get away using cover and stealth (given that they're being pursued by a faster foe who can fly, they'll need to get distance and cover).

If they manage to lose Crux completely, the team will circle back and go to ground for support, buying the

PCs a few days.

(Insert scene with Arnehan reporting to Yancy)

If the PCs crash or stall out or whatever, the team lands and attempt to retire on foot.

AFTER THE CASE

If the PCs get away, the truck runs out of fuel wherever they chose to go. Now we need to work out who they're here to meet. Talk to the players, get them to spend story points and potentially work in the following hooks:

the **Society for Ethical Reform through Aid, Protection, and Humanitarianism (SERAPH)** has a base here, and might be inclined to help. They're

"a progressive charitable foundation that formed on Cabina in 3200, in the wake of the Sector Trade Organization's defeat and the dissolution of the Church of Humanity, Repentant. It is composed of numerous charitable and corporate entities with a sectorwide presence, with additional stakeholding backing of the Cabinan government."

They're rumored to be synth smugglers and an aid to those in need. Do the PCs have a connection there? Is that why they're here?

Alternately, there might be a remnant of the UPC here willing to assist, particularly the **Friends of Yakiyah** who, while predominantly a planetist movement could be of use and certainly know the place well.

"The Friends of Yakiyah" is a religious minority as well as a philosophical and political organization of members known as "Friends." Based on the planet Yakiyah in the Tsatsos system, they have deep roots in the agricultural planet. The Friends seek to protect their ancestral home by counseling and guiding the new revolutionary movement that has taken control of Yakiyah.

Minions rained in launching strikes against enemy operations. An asset attacked by saboteurs cannot apply any Use Asset Ability action until the start of the attacking faction's next turn. This applies whether or not the attack was successful.

As long as the PCs are on the planet (and this Asset does, too) they'll be hounded by the hunter teams. Here's a countdown clock to manage that.

- I. the Crux team regroups and rearms
- II. the team starts searching nearby districts and finds the truck

- III. the team starts searching the district the PCs are in
- IV. the team finds the PCs
- V. Hunter teams strike at the PCs

Once the PCs are arrived and looking for safety, whoever they hook up with gives them the first hints of a safe place for Synths, hidden away from where their enemies can find them. Rumors say it's a lost paradise, others say a utopia made by the Guild and abandoned, others say it's a trap. Basically, they have the opportunity to seek out VERONA (and drop this at the end of the episode if it's at all possible.)

FAR VERONS SEASON 2

EPISODE ONE

SESSION NOTES

FAR VERONA: SEASON TWO

~~0 11:30~~ →
~~0 1:00~~ →

- 1) general bullshit for 20 minutes
 - 2) introduce the system (show a die roll, explain the pools, story points)
 - 3) introduce the situation, ask each player to describe where they were when the crash ship arrived
 - Jasnah, how many of you are there? are you the only one who knows how to fight?
 - Countess Autumn, tell us about your sister - does she help you or seek independence?
 - Johnny, do you cohabit with the others? what is your role? why do they tolerate you?
 - Haley, someone among you treats you like the helpless child you appear to be, do you let them?
- > depending on Haley's answer, either the caretaker dies or Haley is the first one spotted

Kodjak Zwei knows:

- there are illegal synthetics in YK-020, a condemned farming combine
- the reclamation bots are flushing out all kinds of vermin
- orders are to retire with impunity

Johnny - +1 black die

NPCs:

- Amehar (Crux Sgt.)
- Goons
- Lady Parish, Triangulum specialist with a cool laser weapon

Jasnah, a "freedom mercenary", a dangerous individual who looks it but is unsentimental about the world around her

Autumn Vaska, young + short, techwear, well dressed noble under the weathered exterior

Johnny, he/him, worn and damaged

- 1) there are four other people, one of them is dead, died recently (Louise) from an old injury
 - Hadeel ~ newest member of the group, betrayed them?
 - Martin (treats Haley like a real kid, she lets him, he calls her Sweetheart)
 - Kristine (treats Johnny like a person)
- (Uandra Vaska, out of sight somewhere)

FAR VERONS SEASON 2

EPISODE TWO

SESSION NOTES

Far Verona: S02 E02

Vana: earthquake?
wheat: move? (exporter of wheat)
elspeth: protomen
mark: spatulas, table - you ok bud?

[in the bay: tractor trailer]

+16 ~~haley~~
+16 ~~jannah~~



ZB

~~X~~ 0 0 0

• Christine ~~X~~ 5
• Martin ~~X~~ 6
• Hadeel ~~X~~ 9

Prep for Episode 03

- read up on vehicle rules
- stats for the shuttle + armored truck
- think about the chase, escape, and hiding out in Tanēz
 - who do they know, who is their contact there?
 - what awaits in Tanēz: opposition and allies
- what are we doing besides running? What's in Tanēz?
- opportunities and costs
- put the big map onto Roll20

the truck:

- wheeled, heavy, armoured, no weapons

the shuttle:

- flying, fast, armoured, no weapons

- > Faction Hooks
 - > Wiki Hooks
 - > Motivational Hooks
- } leading questions + opportunities

[Vehicle Rules on Genesys pg. 225]

Maneuvers:

- Accelerate
- Brace for Impact
- Decelerate
- Evade
- Reposition

Actions:

- Dangerous Driving
- Blanket Barrage
- Concentrated Barrage
- Damage Control
- Gain the Advantage

Other Vehicle Actions:

- Plot Course
- Copilot
- Jamming
- Boost Defenses
- Manual Repairs
- Fire Discipline
- Scan the Enemy
- Hack Enemy Systems
- Intercept Projectiles

|| Act 1: the escape
Act 2: a moment of peace
Act 3: hideout in Tanēz

on Yakiyah:

- House Crux Saboteurs
- 2 SERAPH Base of Influence
- House Reticulum Party Machine
- splintered UPC shipping, zealots, secessionists party machines and demagogues

+ a new infrastructure of the Yakiyan Mandate

[Kristine: 5dmg + fearsome wound]

~~11:30~~ | ~~1:00~~

ROLLPLAY

DUNGEON WORLD ONE-SHOT

CHARACTER CREATION NOTES

RollPlay: Dungeon World

ASA: Cleric, Dwarf ✓
 MORGAN: Paladin, Human
 DODGER: Wizard, Elf
 JP: Thief, Halfling

• Magnus Igneous, dwarven cleric, old bald sad, 200ish (he/him)

- worships a god of "what lies beneath" meaning rock + stone, honored by combat to prove strength
- rewarded by god here and now
- worshipped by dwarves, humans but not elves
- rose through the ranks but left the church on a mission to find the pure stone, in competition with others
- old and somewhat traditional
- a solitary wanderer, but used to be a fighter in the holy fights
- the church is imploding due to introversion
- has been on a three year journey so far
- dreamt of the perfect stone

• Nip Nops, elfish wizard (he/him), recently arrested, prison elf

- technically under "guest arrest"
- attempted a theft (organizer) of spellbooks of forbidden magic (didn't know the contents)
- Flipper Tipper (elf wizard) a much-beloved elf wizard who hates Nip Nops but secretly, sabotage
- all elves can do magic, everyone else has to work for it
- the spellbooks represent hidden-from-elves
- her crew: twin human thieves, have not seen them, one of them or both: betrayal!
- grew up in an elf town, but now other people live there too

• Mayfly, halfling thief (her / them)

- halflings take names based on normal stuff, to make them blend in
- halflings are just around, they have a secret origin that most people don't know
- overlooked by most, not really known
- Mayfly is a stand-out, not socially normal
- bored of being dull or not interested
- out for new experiences, not tied to outcomes
- most valuable theft: a whole house, gave it back
- always wanted to steal: someone's hearts desire (a perfect stone, perhaps?)

• Cassius, human Paladin (he/him)

- father is an elder lawyer, Cassius changed with enacting the law
- royalty of a sort: the scion of an strange imperial house
- Cassius' father is a living god, but Cassius is hearing another voice
- his family's enemy, Cassius' brother who is envious

[dad: emperor dogmar
 brother: douglas dogmar]

quest: hear the voice of the gods

Court of Swords:

Episode 118

Session Notes

Most Erudite Servant of Secrets Forbidden to Lesser Scholars

Court of Swords: Episode 118:

[pp 20]

→ Bugfucker

where are they: at the edge of town, under the city, near an overgrown tunnel

NPCs who need things:

- Little Action will wake up from death, having some minor confusion
- Amira wants to figure out the World, she asks Broken Promises for help
- Bugfucker has absolutely lost it and his farm is overrun - he's trying to summon a great worm and he has a bunch of weirdo disciples now

the tunnel:

- a juice rupture has caused strange mutations, bringing reality energy gushing in. the former tunnels of Aorta are overrun with elementals. it's full-on Annihilation down there. If the PCs use the tunnels to escape, they need to survive the weird eruptions and confusion.

the farm:

- after Mahari' + Amira left, Bugfucker committed suicide several times by way of blood transfusion gone wrong. Most recently, he injected himself with larval void worm blood, scrambling his proverbial noodle. He's gone from doctor to cult leader. A pair of assistant weirdos are helping him out in the swamp, where he aims to summon a void worm.

said weirdos:

- all you need is a knife
 - ten thousand spoons
- } twin lunatic worm-acolytes (human)

[void
10] HT 1
hole

PC focus goals:

- learn about what will happen (Amira + Promises + Mahari') and honor the oath
- find the claim (Little Action needs gear + juice)

